

REMARKS

Reconsideration of the application is respectfully requested.

I. Status of the Claims

Claims 1, 3-6, 9-11, 13-15, and 18-20 are currently pending and stand rejected.

Claims 2, 7, 8, 12, 16, and 17 were previously cancelled without prejudice or disclaimer.

Claims 1, 11, 19, and 20 are amended. No new matter is added.

II. Rejections under 35 U.S.C. § 103

The rejection of claims 1, 3-6, 9-11, 13-15, and 18-20 under 35 U.S.C. §103(a) as being unpatentable over Sparks (US. Patent No. 6,352,479) in view of EA Sports' Madden 2003 and in further view of Pieterse et al. (US. Patent No. 6,080,064) is traversed.

Claim 1 recites, in part,

one of said game machines each and said server comprises a converting device for converting play-information indicating the contents of user's playing in each of **different kinds of games** on each of said game machines into points in accordance with the contents of the play-information, the points having a trading value unified through the games. (Emphasis added).

The play-information obtained from different kinds of games, for example a music game, action game, or puzzle game, is converted into points. These points have a trading value that is unified between the different game types, that is, a "common points have a value exchangeable for data of game elements giving a change in various kinds of games". See page 19 lines 24-25 of the present application as filed. A player can earn

play-information data that is unique to one game type, for example the music game, and then trade this data for common points that may be used in the same game or a completely different game type, for example the action game. Namely, it can be realized that unique data to one kind of game can be obtained depending on the contents of user's play-information obtained in different game type via the commonly traded points.

Madden (EA Sports' Madden 2003) discloses a game system where a card can be bought by using a token earned by completing a task (P28). Accordingly, the task, the token, and the card in Madden correspond to playing a game, the points, and the unique data in the present invention respectively. However, Madden fails to disclose and teach that there are various kinds of tasks. Therefore it is apparent that it is impossible to derive from Madden, a concept of a token common through the various kinds of tasks. Further, the tokens, or points in Madden, can only be utilized in Madden, a single game type, and can not be used outside of that game specifically, i.e. the unique data associated with Madden can not be used or traded to a music, action, or puzzle game.

Pieterse et al. discloses an invention where a message exchange is performed between a card and an input device, between the input device and a server, and between the server and the security module (column 6, line 21 to column 8, line 51). Pieterse et al. fails to disclose and teach the concept of common trading value through various different kinds of games. Therefore, even if the card data corresponds to the play-information in the present invention, it is impossible to derive from Pieterse, a construction that the card data is converted to a common trading value. Moreover, even if the card data

corresponds to the points in the present invention, it is impossible to derive a construction of getting card data as a common trading value through various kinds of games.

Also, Sparks fails to disclose and teach a common trading value through various kinds of games. Sparks makes mention of the use of “a plurality of game servers” where each game server may store information of a particular game. Thus, Sparks does disclose multiple games. Yet, nowhere does Sparks disclose that these multiple games on different servers are different kinds or types of games. In fact, these different servers are hosting separate games of the same game type, where the user playing statistics are used to change the experience within that one game type (*see* Sparks, column 1, line 66 to column 2, line 12). Sparks does not teach of using player statistics being interchangeable between different game types, nor does the user have an ability to trade these statistics to alter the playing experience on a different game type.

As mentioned above, neither Madden, Pieterse et al., or Sparks disclose the concept of a common trading value through various kinds of games. Therefore, even if the cited documents are combined, Applicants believe that it would be impossible to derive from the combination, a device for converting information of each kind of game to a common-trading value that can be used in each of the different game types.

Accordingly, Applicants respectfully submit that Applicants’ invention as claimed in amended independent claim 1 is neither anticipated nor made obvious by the cited references, and stands in condition for allowance. Claims 3-6, 9-11, 13-15, and 18 depend from allowable independent claim 1 and, therefore, for the reasons noted above, are also considered to be in condition for allowance.

Each of remaining independent claims 11, 19 and 20 also deal with the concept of points having a trading value common through the different kinds of games. Therefore, Applicants respectfully submit that Applicants' invention as claimed in amended independent claim 11, 19, and 20 are neither anticipated nor made obvious by the cited references, and stands in condition for allowance.


CONCLUSION

In view of the above, each of the presently pending claims in this application is believed to be in immediate condition for allowance. Accordingly, the Examiner is respectfully requested to pass this application to issue.

The Examiner is respectfully requested to contact the undersigned at the telephone number indicated below if the Examiner believes any issue can be resolved through either a Supplemental Response or an Examiner's Amendment.

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Respectfully submitted,

By 

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